SURVIVAL GUIDE

EVERYONE

CONTENT RATED BY ESRB

PLAYERS INC

MIDWAY

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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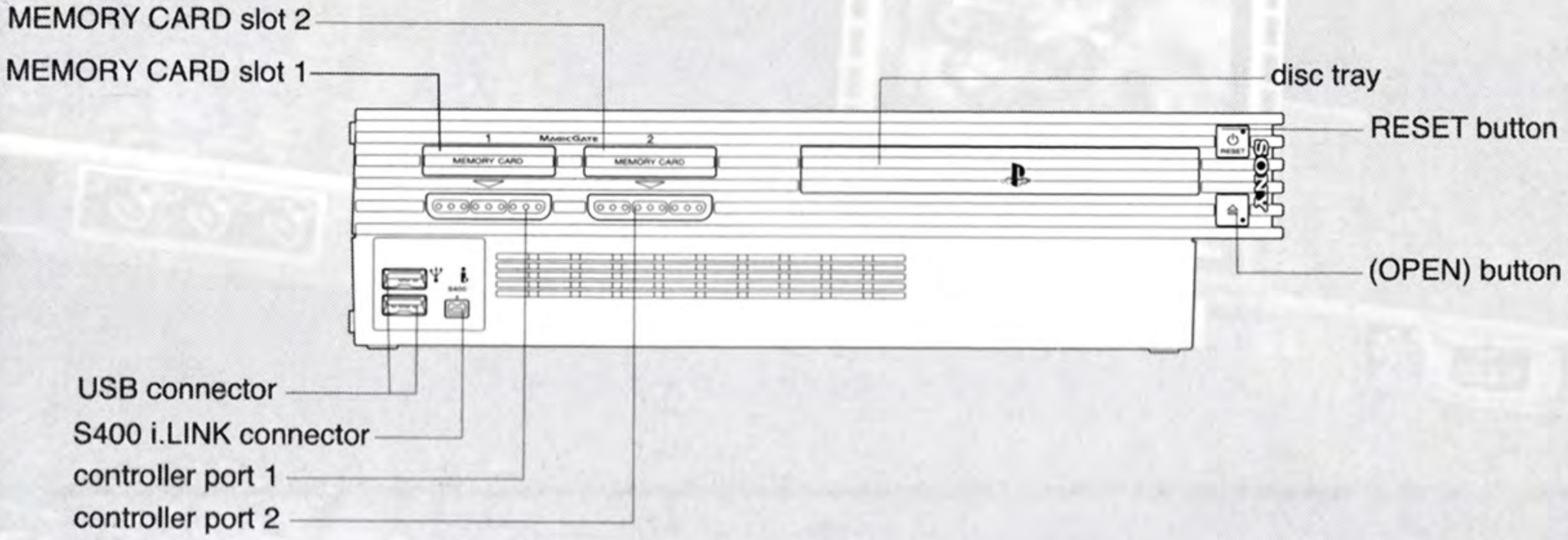
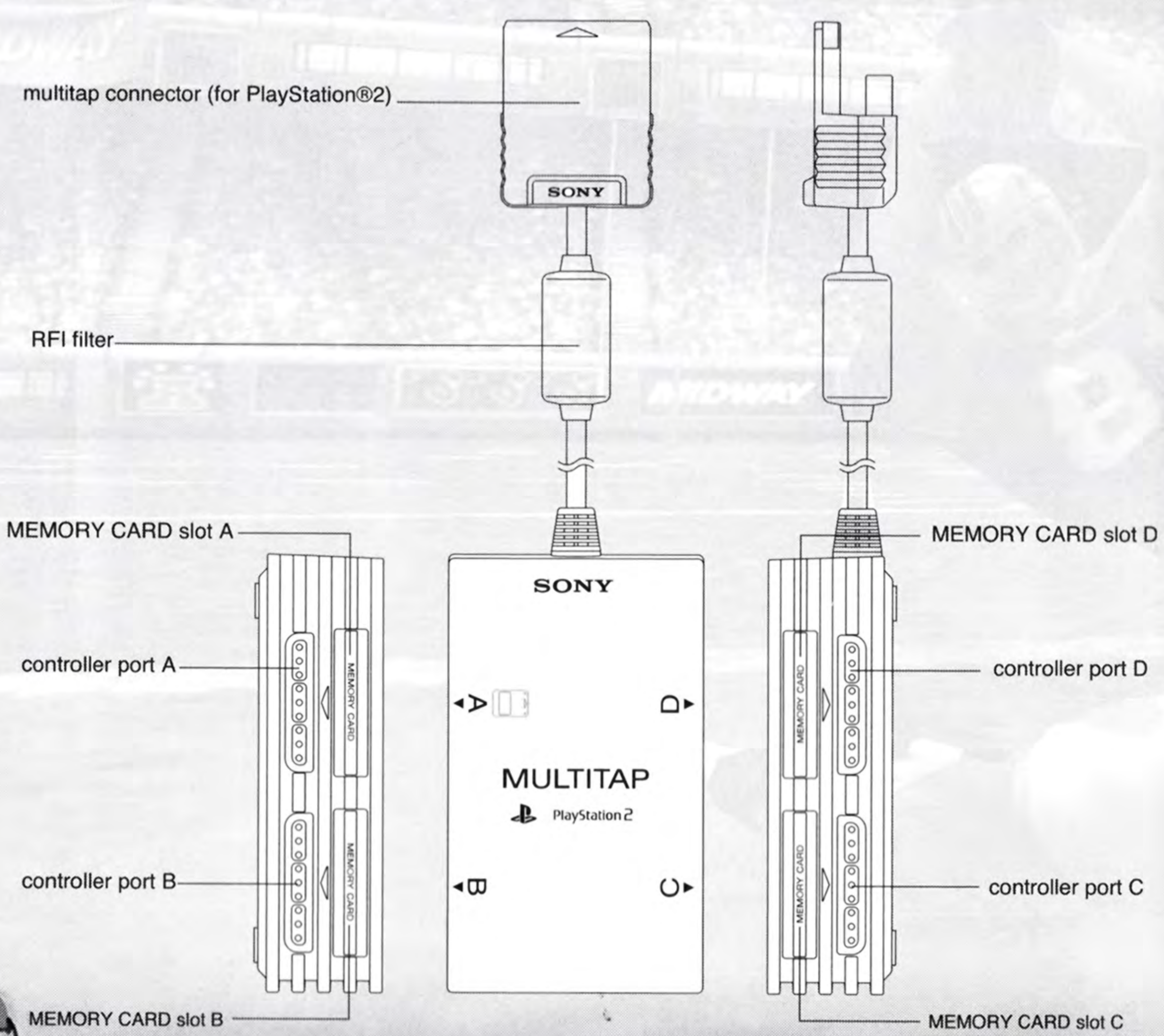
GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

When the power indicator lights up, press the open button and the disc tray will open. Place the NFL® Blitz 20-02 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

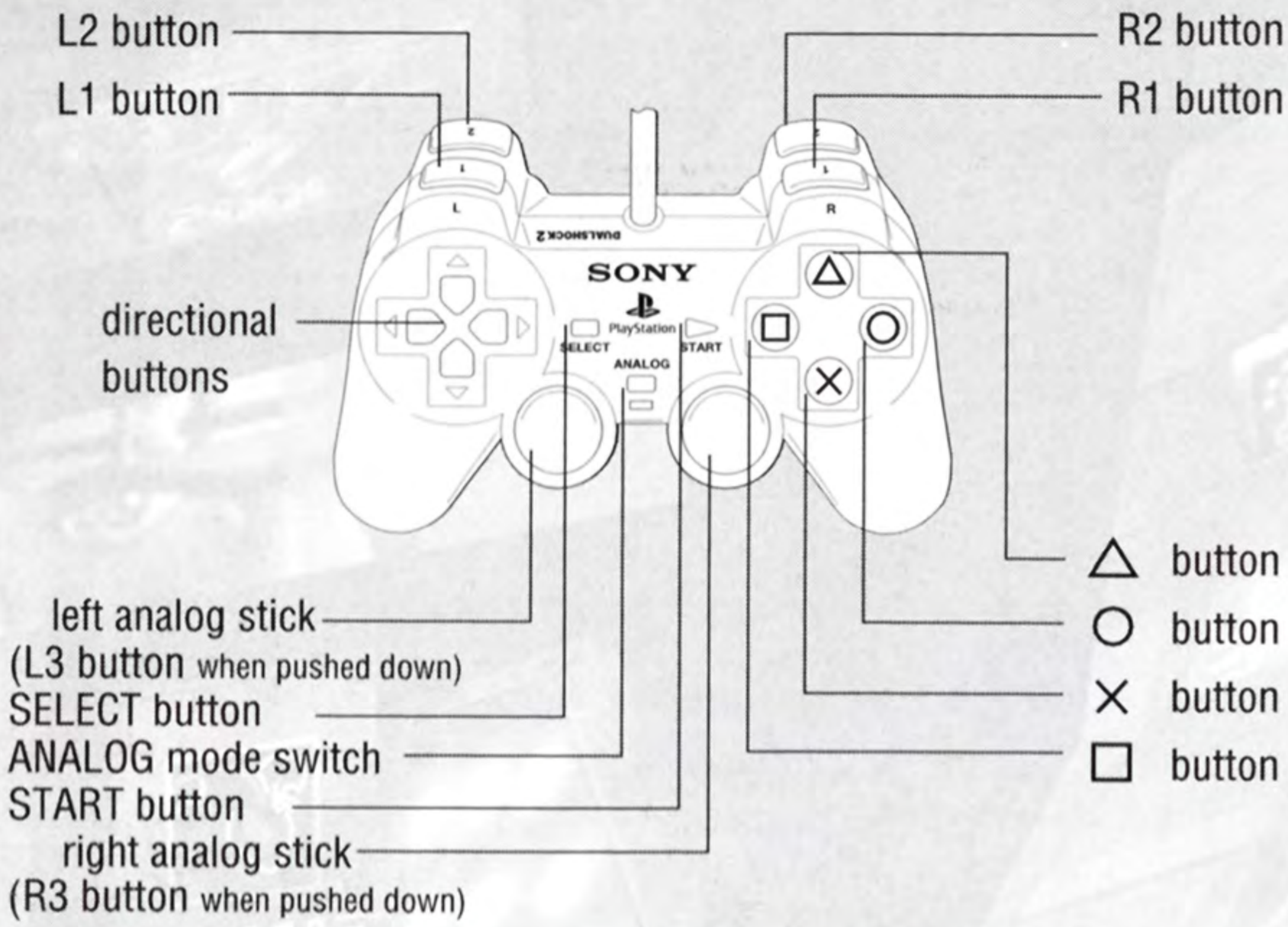


Multitap (for PlayStation®2)



STARTING UP

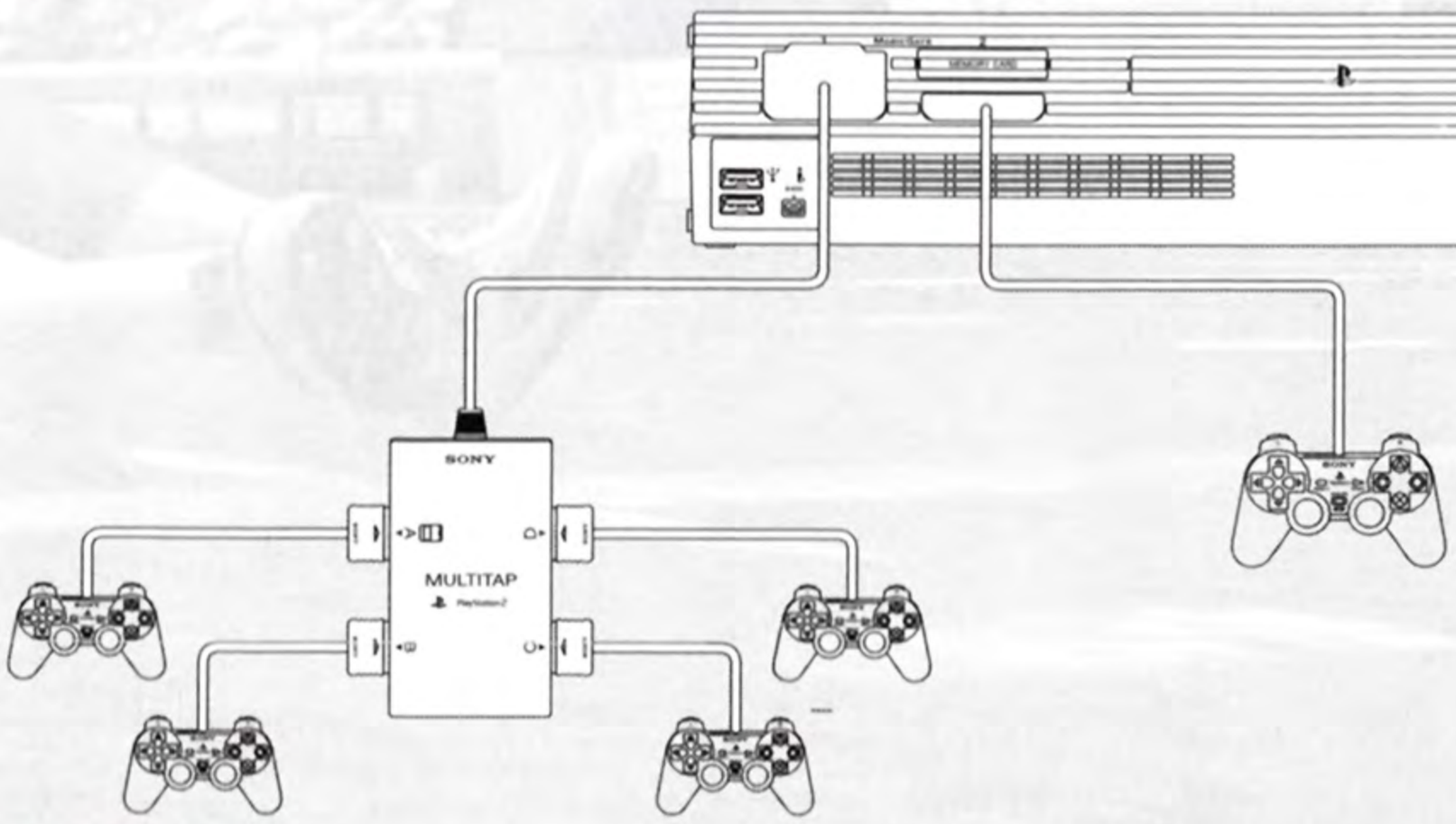
DUALSHOCK®2 CONTROLLER CONFIGURATIONS



NFL® Blitz 20-02 does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

MENU/SUB-MENU NAVIGATION

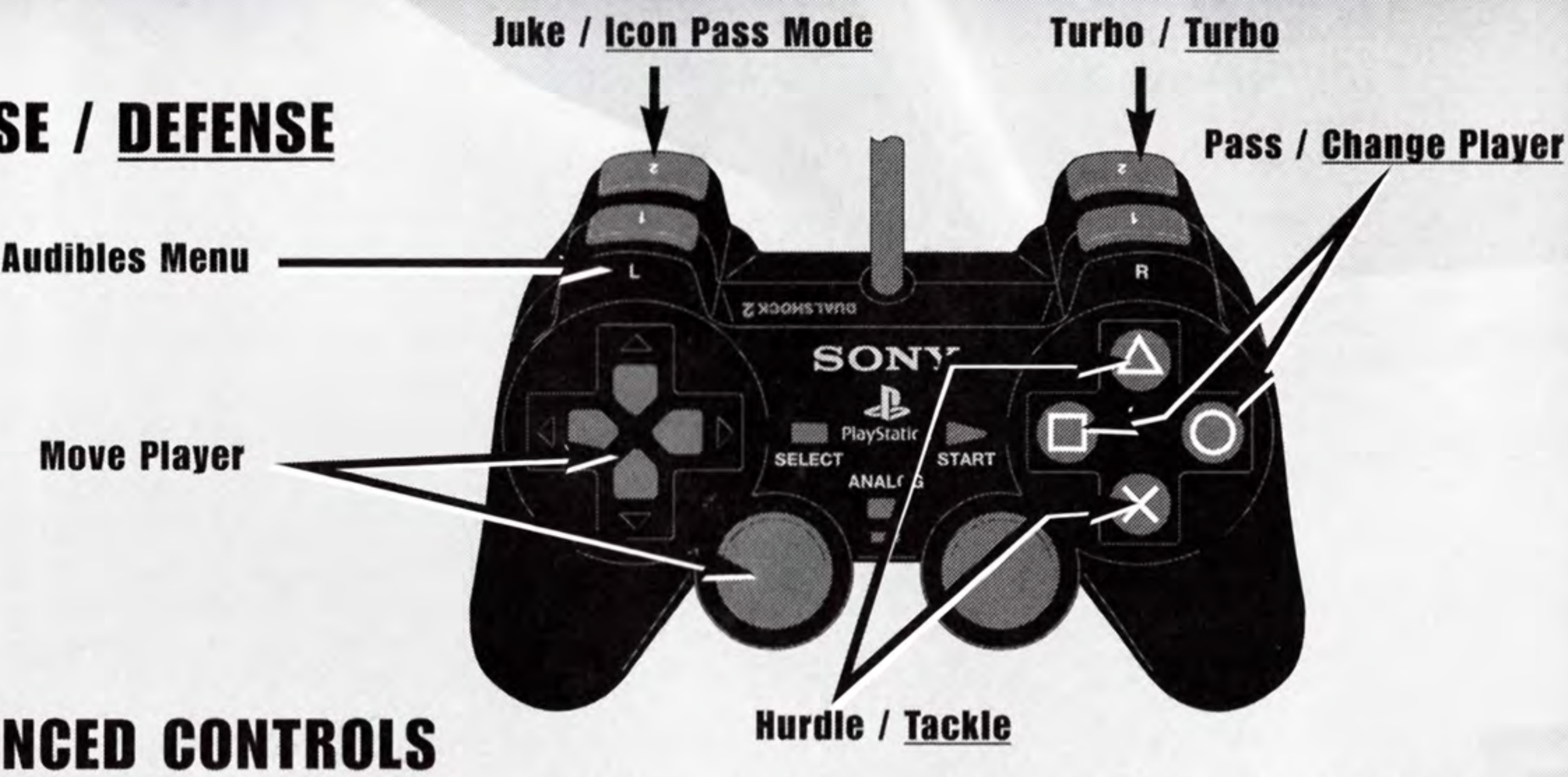
Throughout this manual, ⬆, ⬇, ⬅ and ➡ will signify pressing Up, Down, Left and Right on the Directional button. To navigate through the game menus (i.e. Options), use the Directional button (⬆, ⬇, ⬅ or ➡ depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the ⊗ button. To go back to the previous menu and/or cancel the previous selection, press the △ button.



MULTITAP COMPATIBLE

NFL® Blitz 20-02 supports up to 4 players. Use a Multitap (for PlayStation®2) to gain access to 4 controllers. Please connect controllers sequentially from Controller port 1-A, Controller port 1-B, etc., when using a multitap (for PlayStation®2). See page 3 for Multitap diagram.

DEFAULT CONTROLS



ADVANCED CONTROLS

Study the following controls to get the most of your players out on the field. If you change the default controller configuration, take a look at the controls "By the Move".

Before the Snap

[DEFAULT CONFIGURATION / (BY THE MOVE)]

Man in Motion - Directional button ⬅ or ➡
Hike the Ball - ⊗ button / (Hurdle)
Spin Move - Double Tap R2 button / (Double Tap Turbo)

Behind the Line of Scrimmage (Offense)

Jump + Pass - ⊗ button + ◎ button / (Hurdle + Pass)
QB Hook Slide - Double Tap ⊗ button or △ button / (Double Tap Hurdle)
Fast Pass - R2 button + ◎ button or ▣ button / (Turbo + Pass)

Over the Line of Scrimmage (Offense)

Lateral Back - Directional button toward nearby receiver + ◎ button
- (Directional button toward nearby receiver + Pass)
High Hurdle - ⊗ button + R2 button / (Hurdle + Turbo)
Dive Forward - Double Tap ⊗ button + R2 button
- (Double Tap Hurdle + Turbo)
QB Hook Slide - Double Tap ⊗ button or △ button / (Double Tap Hurdle)
Stiff Arm - ▣ button or ◎ button + Turbo / (Pass + Turbo)

Blitz Icon Passing

While behind the line of scrimmage, press and hold the L2 button to view a button icon above the head of the receivers, then press the appropriate button to pass to that receiver.

Basic Moves (Defense)

Tackle - Move your player into the player carrying the ball
Diving Tackle - Directional button toward ball carrier + ⊗ button
- (Directional button toward ball carrier + Tackle)
Intercept/Swat Ball - △ button as ball arrives / (Hurdle as ball arrives)
Push Opponent - ◎ button + R2 button / (Pass + Turbo)
Power Tackle - ⊗ button + R2 button / (Hurdle + Turbo)

SAVING GAMES

MEMORY CARD

NFL® Blitz 20-02 lets you save accumulated data to your Memory Card (8MB) (for PlayStation®2). We highly recommend using a Memory card to enjoy the many features you'll find in this game.

Each time you start NFL® Blitz on your PlayStation®2 computer entertainment system, the game will read your Memory card.

On the Main Menu, you'll find the Memory option. It offers several options for maintaining your game data on your Memory card.

CLEAR

Clear all current player records players stored in memory.

UPDATE

Update and add to the current player list in memory.

LOAD RECORDS

Load any saved records you have saved on your Memory card.

PLAYER RECORDS

View Player Records saved in memory, and save them to your Memory card.

It is advised that you do not insert or remove peripherals or Memory cards once the power is turned ON. Make sure there is enough free space on your memory card before commencing play.

MAIN MENU

QUICKPLAY

Jump right into the thick of NFL Blitz 20-02's classic "In-Your-Face" style football. Each player(s) will select Home or Away, then select a team (see Selecting Teams, pg. 12). You'll then go straight to the opening kickoff of your game.

Note: In this game mode, you won't be able to enter your name to save game data and statistics.

EXHIBITION

Play an exhibition game with 1 to 4 players. This game mode allows you to enter a name and pin number, then challenge all 31 NFL teams with complete stat tracking and full gameplay customization. Stats are saved to an entered name and pin number as long as you have a Memory card inserted in your PlayStation®2 game console (see Saving Games, pg. 6).

SEASON

See Season Mode, pg. 10.

TOURNAMENT

See Tournament Mode, pg. 11.

OPTIONS

See Options, next page.

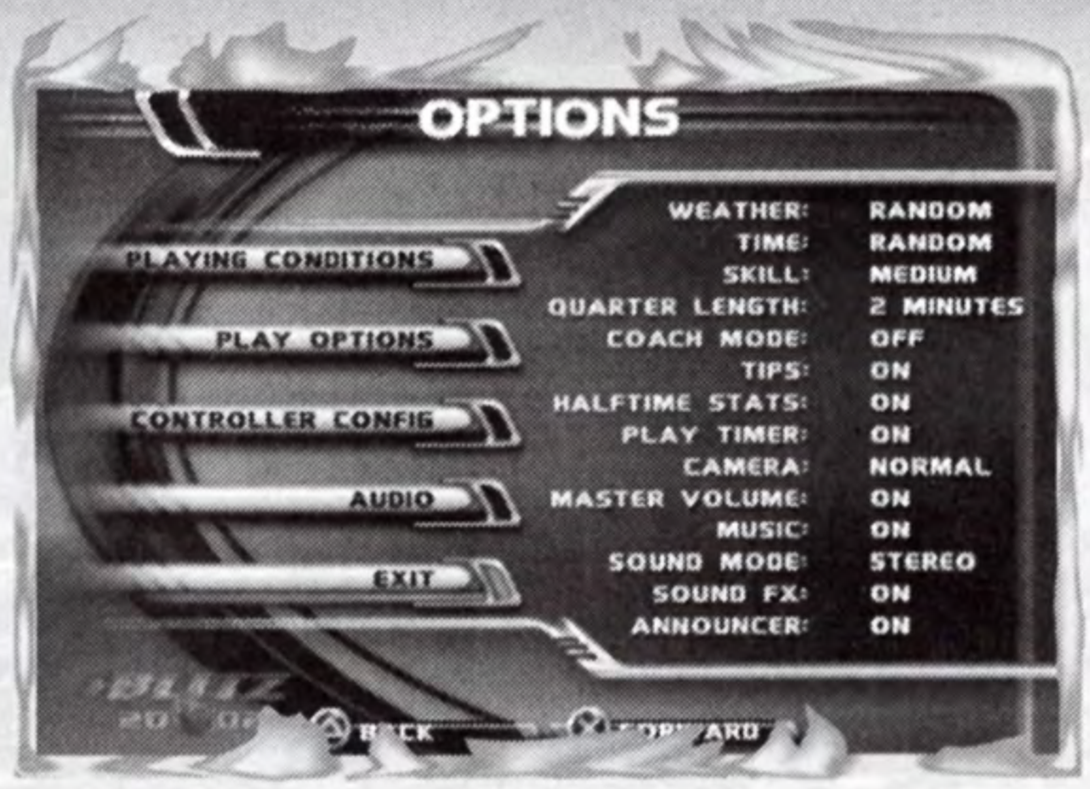
BLITZ THEATER

NFL Blitz® 20-02 includes FMV and promotional material that may be viewed at any time. Once this option is selected, press the Directional button ⬆ or ⬇ to highlight an option. To the right, a brief description of the option will be displayed. Press the ⊗ button to select an option.

MEMORY

See Saving Games, pg. 6.

OPTIONS



NFL Blitz® 20-02 has an array of options available for you. Press the ⊗ button to select an option, then press the Directional button ⬅ or ➡ to cycle option settings. Make adjustments to the following options:

PLAYING CONDITIONS

The default settings for each of the options is Random. You can let the game decide playing conditions, or set the conditions yourself.

Weather

Select Random, Fine, Rain or Snow conditions for your game.

Time of Day

Select Random, Afternoon, Dusk or Night.

When you're finished changing playing conditions, press the △ button to regain access to the options.

PLAY OPTIONS

Set the following options to set up the game's in-game options:

Skill Level

Set the CPU Skill Level to Easy, Medium or Hard.

Quarter Length

You can set the time for each quarter to 1, 2, 3, 4 or 5 minutes.

Coach Mode

Turn Coach Mode ON or OFF.

Tips

At halftime and after the game, a Tips Screen offers some helpful hints regarding strategy and special controls. You can turn these screens ON or OFF.

Halftime Stats

At halftime, first and second quarter stats are displayed. You can turn these screens ON or OFF.

Play Select Timer

By default, there's a time limit for calling plays during the game. You can turn this feature ON or OFF.

Camera

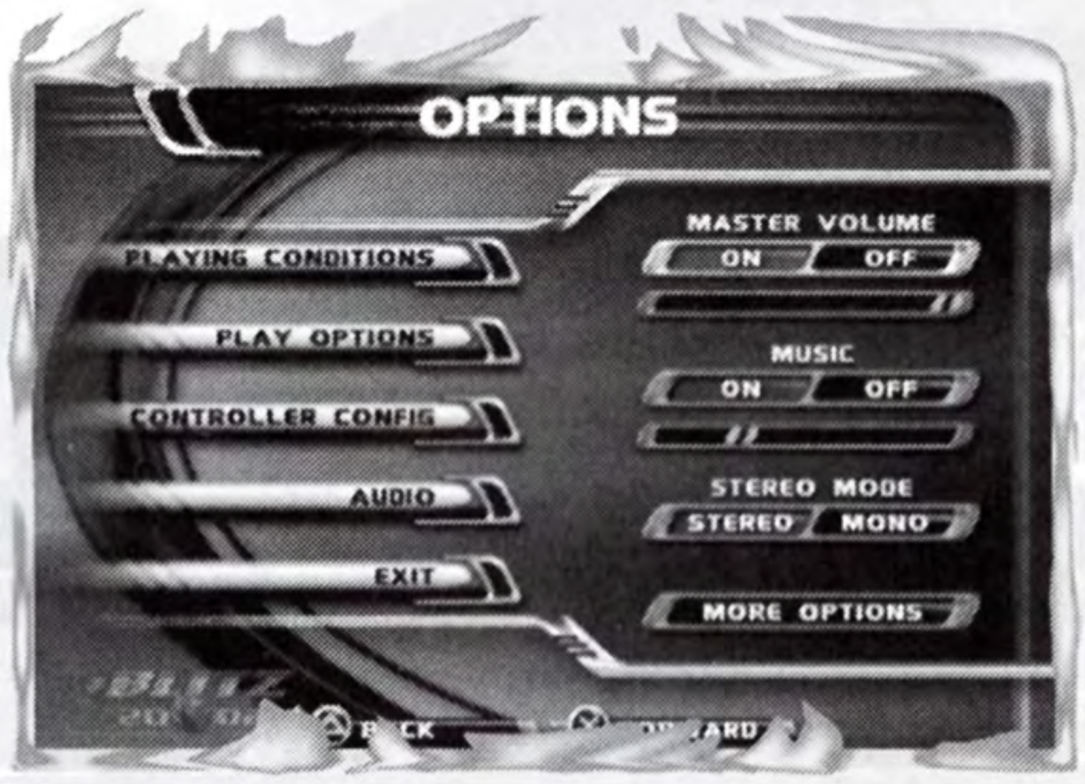
You can change the angle of the game camera. Select Normal or Wide Angle.

OPTIONS

CONTROLLER CONFIG

The default controls for NFL Blitz® 20-02 are listed on page 5, but you don't have to use that configuration.

To change controls, press the Directional button ⬆ or ⬇ to highlight the control you want to change. To make the change, simply press the new control you would like to use in place of the current control. If you select a control that's already in use, it will automatically be removed from the other option.



AUDIO

You can make several modifications to the game's audio settings. Press the Directional button ⬆ or ⬇ to select the option you want to change, then press the Directional button ⬅ or ➡ to toggle an option ON or OFF or adjust the volume level.

You can make adjustments to the Master Volume, Music, Stereo Mode (Stereo or Mono), Sound Effects or Announcer voice.

SEASON MODE

SEASON

Select a team, and play a full NFL® season. Stats and standings are all saved as you battle your way to the Super Bowl. You'll need a Memory card to save your season (see Saving Games, pg. 6).

PLAY

If you already have a season underway, this option will be available to continue your season. When the option is highlighted, your next opponent is displayed to the right.

INFO

This option includes 4 categories of league info you'll need to keep track of your season's progression. It includes:

High Scores	-	Check out the season's best scores.
Standings	-	NFC and AFC Standings are displayed.
Team Schedules	-	Press the Directional button ⬅ or ➡ to scroll through each NFL team's season schedule.
League Schedule	-	Press the Directional button ⬅ or ➡ to scroll through each week's game schedule.

SAVE SEASON

You can manually save your season using this option. When selected, the Save Season Screen will appear, displaying the available Memory card slots for saving data. Select a slot, then press the ⊗ button to access the data display area to the right. Select a slot within the Memory card and press the ⊗ button to begin saving. Pop up windows will be displayed to prompt you on saving progress.

LOAD SEASON

Manually load your saved season using this option. Select a Memory card slot, then press the ⊗ button. Any saved seasons will be displayed. Press the ⊗ button again to load the season.

NEW SEASON

Use this option to begin your season. The Enter Name Screen will appear. Enter the name (up to 7 characters) you want associated with the new season.

To do so, press the Directional button ⬆, ⬇, ⬅ or ➡ to highlight a character, then press the ⊗ button to select it. Repeat the process until you've spelled out the name you want, then select END.

When the Team Selection Screen appears, select a team (see Team Selection, pg. 12), then adjust the Play Options (see Play Options, pg. 8). The Season Screen will appear again, where you can select Play to begin your new season.

TOURNAMENT MODE

Here's a game mode for you and your friends. You can play a tournament with 4 or 8 teams, depending on how many people want to play.

You'll need a multitap in order to set up a tournament with more than two human players (see Multitap Compatible, pg. 4).

Once you select this game mode, the following options will be available:

PLAY

Before you can select this option, you'll need to go through the Setup process described below. Once your tournament is setup, select this option to go to the Select Controllers Screen.

SELECT CONTROLLERS

Press the Directional button ⬅ or ➡ to select the side on which you want to play. Each person must pick a side and team-up as needed. Press the ⊗ button to continue on to the start of the game.

SETUP

If you're starting a new tournament, you'll need to complete the Setup process before you can begin playing. Press the Directional button ⬅ or ➡ to cycle the options, then press ⬆ or ⬇ to move to the next option.

Here are the setup options:

NUMBER OF TEAMS

Select a 4 or 8 team tournament.

NUMBER OF PLAYERS

Once you've chosen the number of tournament teams, you can select how many human players will compete. The CPU will control teams not chosen to be controlled by you or your friends.

ENTER PLAYERS

Press the ⊗ button to select this option. To enter a name, press the Directional button ⬆, ⬇, ⬅ or ➡ to highlight a character, then press the ⊗ button to select it. Repeat the process until you've spelled out the name you want, then select END.

Once your name is entered, press the Directional button ⬅ or ➡ to select a Team, then press the ⊗ button.

Each player must complete this process to enter a name and select a team. You'll then be ready to select Play and begin your tournament.

SHOW LADDER

To get a good look at the matchups for the tournament, select this option.

PRE GAME SETUP

Prior to each game, you'll need to complete the following options before you can begin playing:

ENTER NAME

This procedure isn't necessary for all game modes, but you'll want to enter a Name and Pin Number, so you can save stats and customized options to your Memory card under that name. You can select YES, if you want to enter a name, or select NO to move on without entering a name.

NOTE: If you don't have a Memory card, your stats and any won't be saved once you power down your game console.

To enter a name, press the Directional button ⬆, ⬇, ⬅ or ➡ to highlight a character, then press the ⊗ button to select it. Repeat the process until you've spelled out the name you want, then select END. Do the same to enter a Pin Number.

If the game doesn't recognize your name and pin number, you'll be asked if you want to "Create a New Record". Select YES to do so and view your stats at zero. If you already have a record, your up-to-date stats will be displayed.

Once players have entered names and pin numbers, press the ⊗ button to go to the Select Controller Screen.

SELECT CONTROLLERS

Press the Directional button ⬅ or ➡ to select the side on which you want to play: Home Team or Away Team. Each person must pick a side and team up as needed.

Controllers are displayed in colors, so each player will know the player he controls on the field during the game (Player 1=Blue, Player 2=Green, Player 3=Red, Player 4=Yellow).

Press the ⊗ button to continue to go to the Select Teams Screen.

SELECT TEAMS

Prior to each game, you'll need to select the team you want to use in your single game, season or tournament.

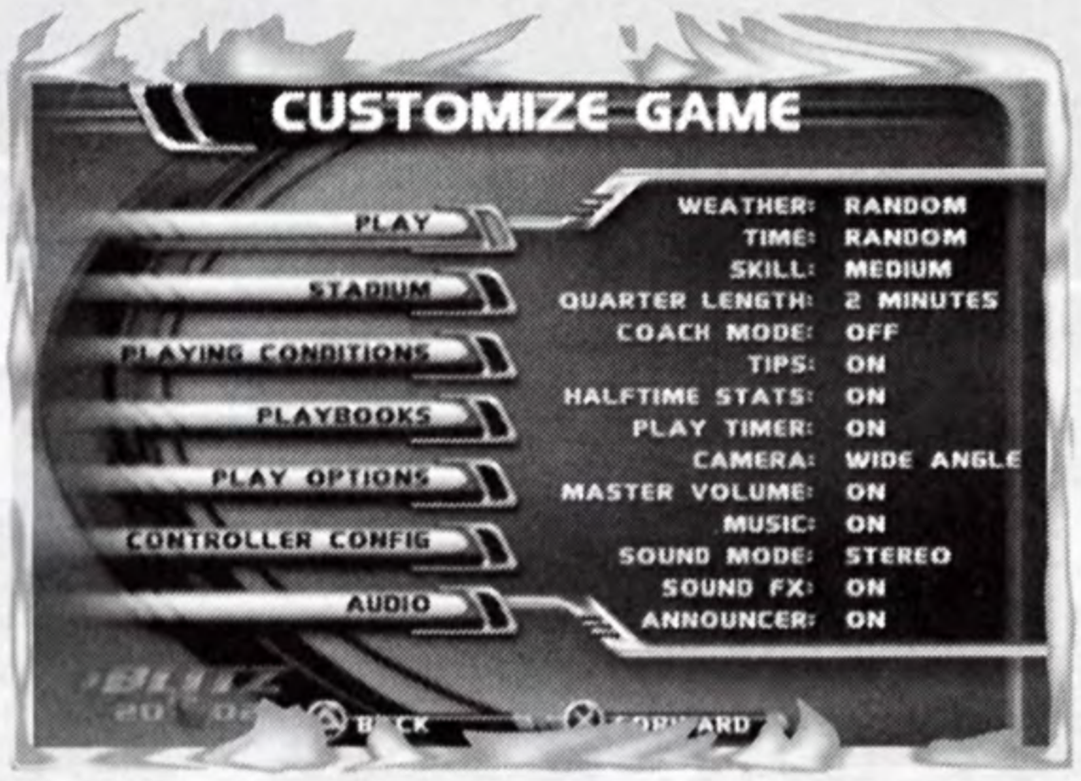
Press the Directional button ⬅ or ➡ to scroll through the NFL teams. Power rankings for Offense, Defense and Special (Teams) will be displayed.

Once teams have been selected, press the ⊗ button to go to the Customize Game Screen.

Note: Try pressing the Directional button ⬅ and the R2 button to randomly pick your team(s).

PRE GAME SETUP

CUSTOMIZE GAME



Prior to your game, you can make some custom changes to your settings. Many options mirror those available in the Options Menu. Press the Directional button ⬆ or ⬇ to highlight an option, then press the ⊗ button to gain access to the settings. Press the Directional button ⬅ or ➡ to adjust the settings, then press the △ button return to the options.

PLAY

When highlighted, a complete summary of the settings is displayed to the right. Select this option once you're ready to start your game.

STADIUM

Select the stadium where you'd like to play your game. As you select, a 3D rendering of each stadium is displayed.

PLAYING CONDITIONS

See page 8.

PLAYBOOKS

Assign any NFL team playbook to the teams that will be playing in your game. This comes in handy if you have a favorite playbook, and you want to use it with a different team.

PLAY OPTIONS

See page 8.

CONTROLLER CONFIG

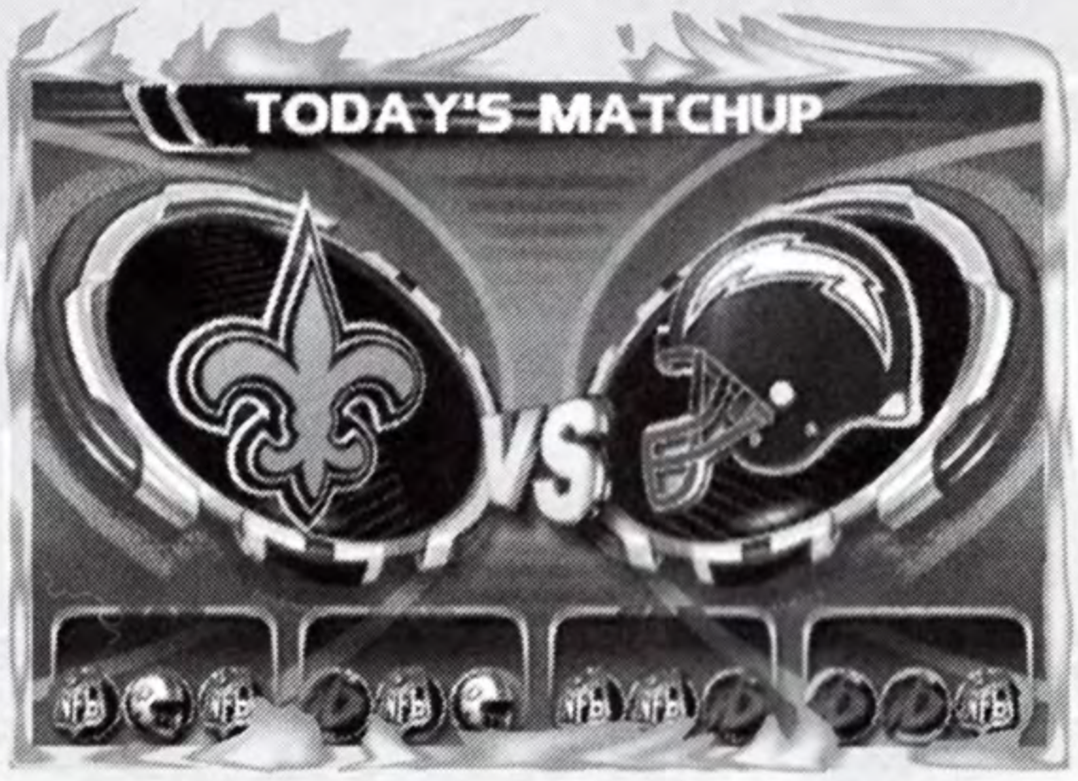
See page 9

AUDIO

See page 9.

PRE GAME SETUP

ENTERING CODES



What would an NFL Blitz® game be without Power Up Codes? Just before your game starts, the Match Up Screen displays both teams. At the bottom of the screen are up to 4 code windows that contain 3 Icons (one for a 1 player game, two for a 2 player game, etc).

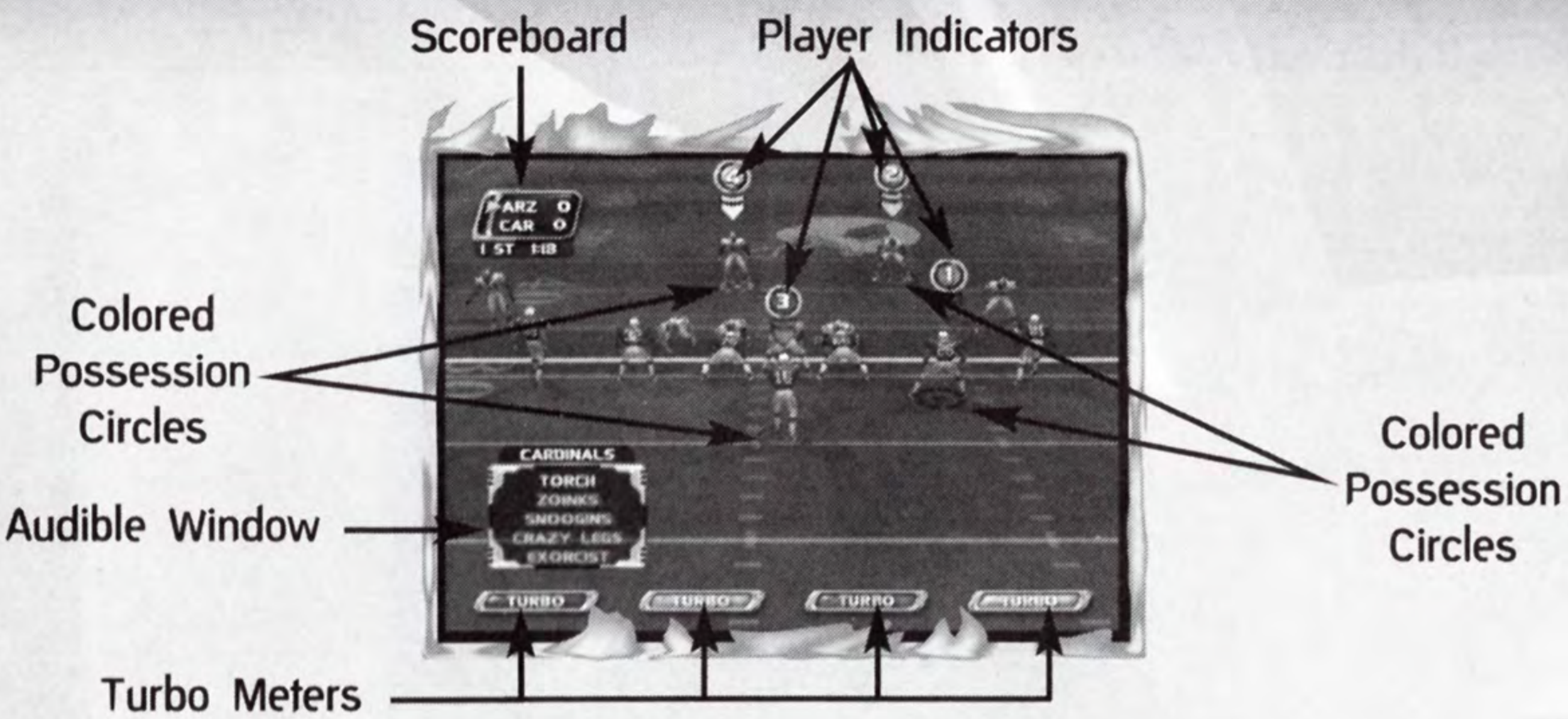
You can enter codes by pressing the L2 button (first icon), the R2 button (second icon) or the ⊗ button (third icon). When the icons you want are displayed, press the Directional button ⬆, ⬇, ⬅ or ➡ to enable the code (not all combinations will enable codes).

To input more than one code, repeat the process. The codes you entered first will flash and remain on-screen. At this point, you can enter another code before the game starts. The first code you entered will be stored, as well as the second one. This screen appears only for a short period of time, so you'll have to be quick to input multiple codes.

NOTES

- Each Code window contains 5 different icons, but in many cases, codes you come across will appear in number format (ie, 3-2-3 Up, 1-5-3 Down, etc.). This means, press the first controller button 3 times, the second button 2 times, the third 3 times and the Directional button ⬆.
- Codes for NFL Blitz® 20-02 can be found in Strategy Guides, Magazines, on the Internet and with a little experimentation on your part.

IN THE HUDDLE



Read below for a rundown of the information displayed on-screen as you play:

PREGAME TIPS

As the ball is in the air during the opening kickoff, tips are displayed to remind players of some of the game's basic controls. If needed, quickly read them, then all human players must press the ⊗ button a number of times to get the game rolling.

SCOREBOARD

Displays the game's Score, current Quarter and Time remaining.

COLORED POSSESSION CIRCLES

These circles are fixed below the feet of each controlled player to let you know who is controlling the human-controlled players. These colors match the colors displayed at the Select Controller Screen (see pg. 12).

PLAYER INDICATORS

These colored numbers appear prior to each play, so you can focus on the player you're controlling. They'll disappear a few seconds after players are set.

TURBO METERS

These meters are available for human-controlled players. Before a play starts, the Turbo Meters are fully colored, indicating you have the maximum amount of turbo available. As you use your turbo, the meter diminishes. When your meter is empty, release the Turbo button to allow it to recharge.

AUDIBLES

Press the L1 button at the line of scrimmage to call up the Audibles Window. Select a new play, then press the ⊗ button to change the play.

IN THE HUDDLE

PLAY SELECTION

The Play Selection Screen is displayed between each play. Players on Offense and Defense each press the Directional button ⬆, ⬇, ⬅ or ➡ to select a play, then press the ⊗ button to make the selection.

CHANGING FORMATIONS

Press the L1 button or R1 button to scroll through the playbook formations.

FLIPPING PAGES IN THE PLAYBOOK

There are multiple pages of Offensive and Defensive plays within each team's Playbook. Press the △ button to scroll through them.

INVERTING PLAYS

Although there are only a certain amount of plays available in each team's playbook, you can change things up by inverting the plays. Press the ▣ button or ◉ button to invert the plays.

IMPACT PLAYER FUNCTION

The Impact Player option allows you to set player tendencies to each Offensive or Defensive play. This lets you provide an extra wrinkle to each play, making your play calling a little more difficult for your opponent to anticipate. Before you make your play selection, press the L2 button or R2 button to scroll through the following options in the Impact Player Window:

OFFENSE

Protect - Blockers concentrate on protection.
Dish Off - Player with ball has the option to Dish the Ball Off before being tackled.
Get Open - Receivers look for open spots in the defense.
Go Deep - Receivers sprint for the long bomb.
Block L - Blockers block Left.
Block R - Blockers block Right.

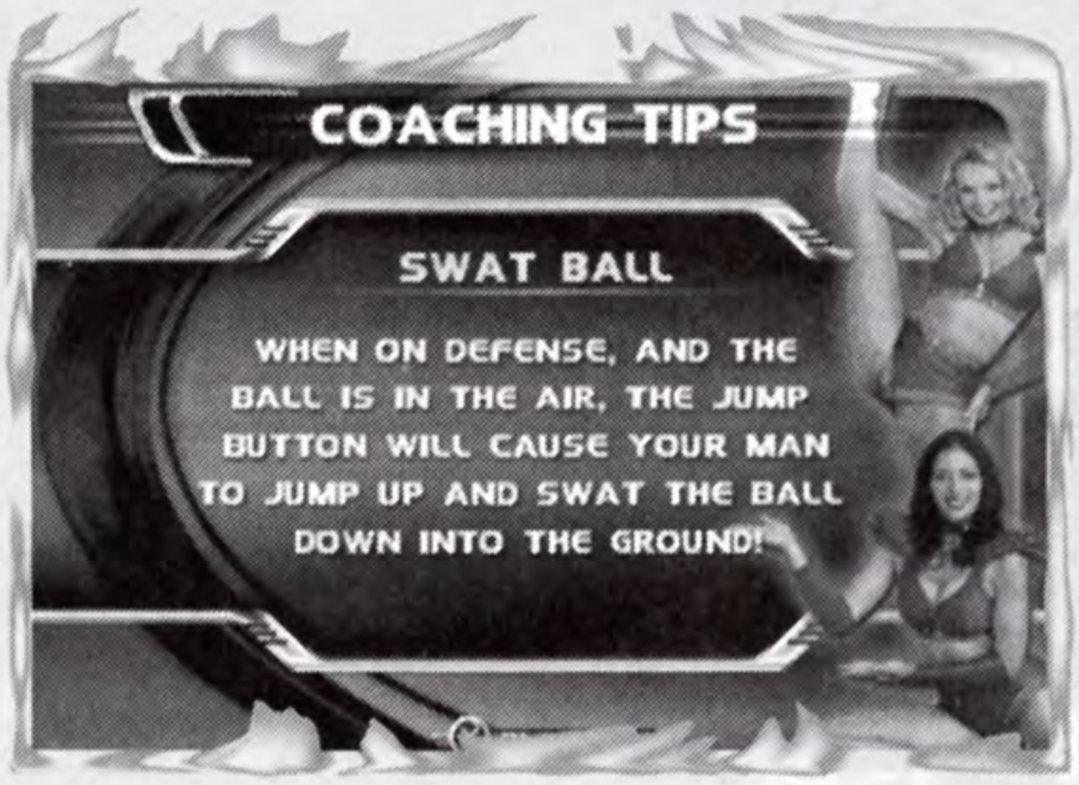
DEFENSE

Cover - Defenders will concentrate on pass coverage.
Blitz - The Defense will send more men to the Quarterback.
Safety - Defenders play a safer, more conservative coverage.
Delay Rush - Linemen will hold back before rushing the Quarterback.
Zone L - Defense will play a Zone Left.
Zone R - Defense will play a Zone Right.

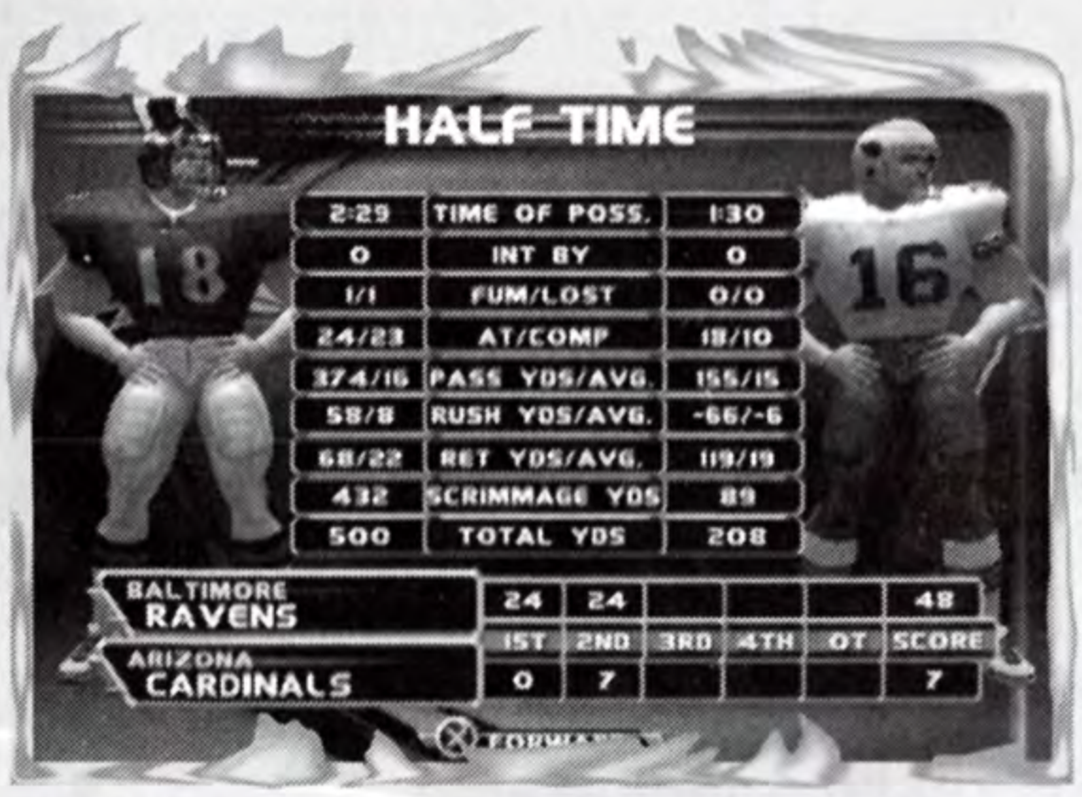
INTERMISSIONS

TIP SCREENS

Between quarters, helpful tips screens are displayed to inform or remind you of some of the cooler features in NFL Blitz®20-02. They pop up and disappear rather quickly, so read quickly then try them out in your next game.

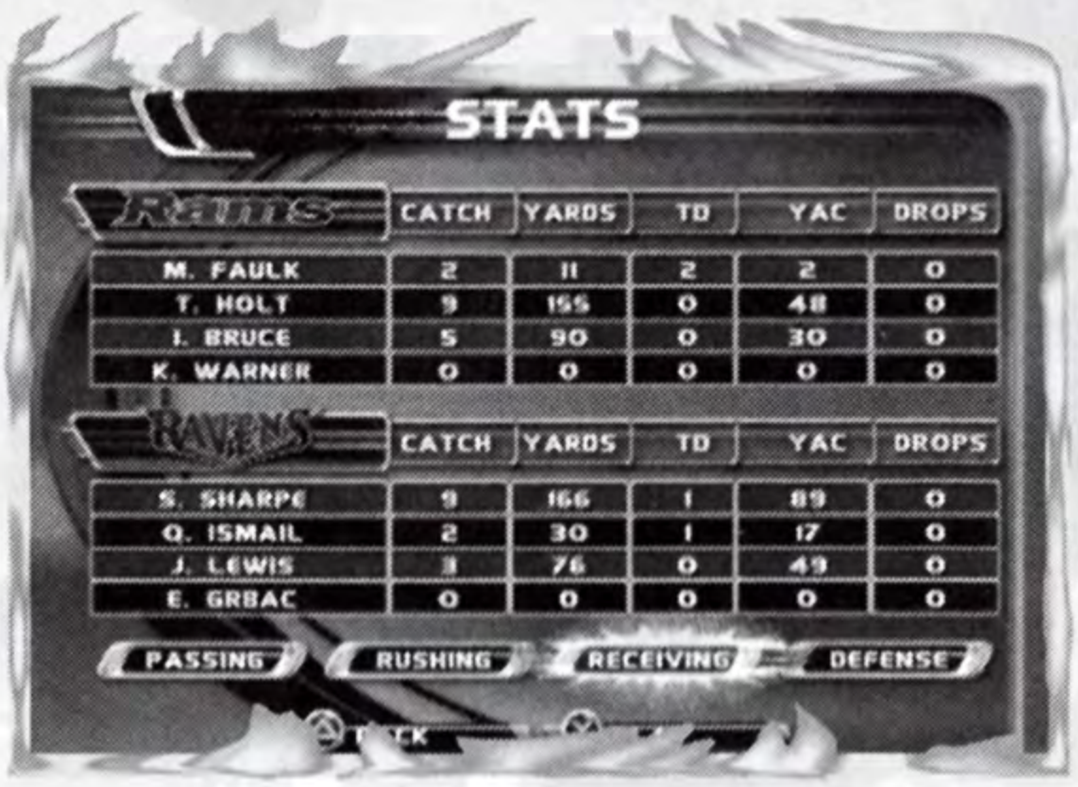

COACHING TIPS
SWAT BALL
WHEN ON DEFENSE, AND THE BALL IS IN THE AIR, THE JUMP BUTTON WILL CAUSE YOUR MAN TO JUMP UP AND SWAT THE BALL DOWN INTO THE GROUND!

STATS SCREENS

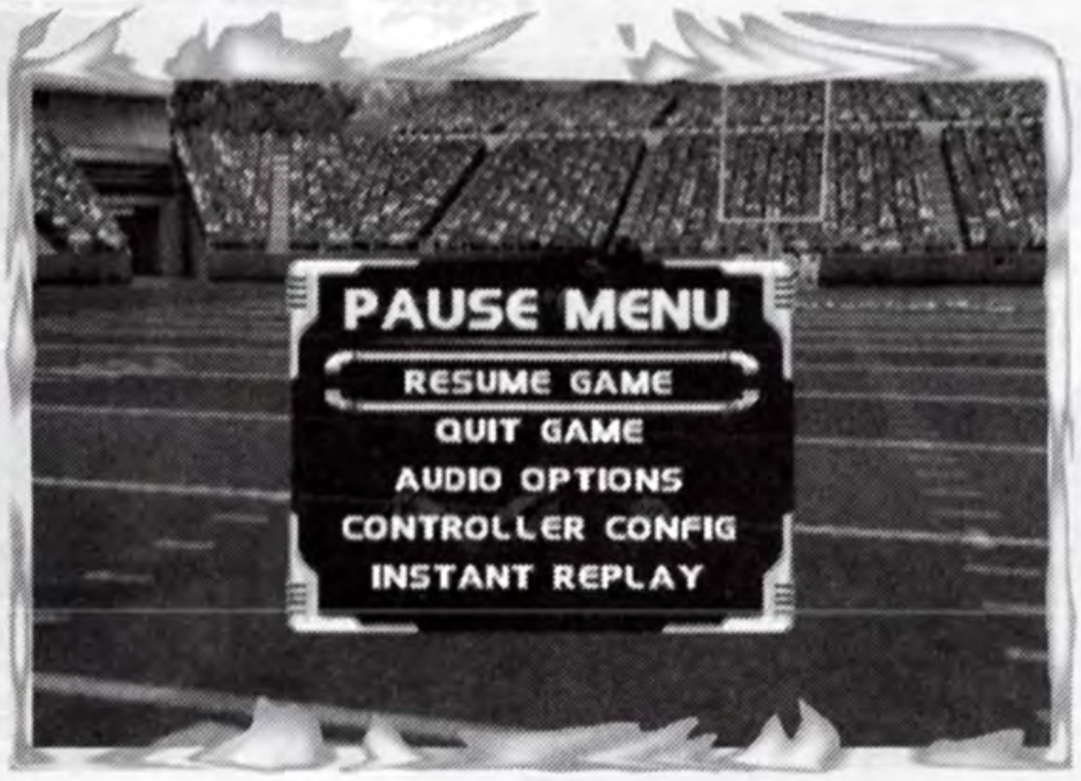

HALF TIME
2:29 TIME OF POSS. 1:30
0 INT BY 0
1/1 FUM/LOST 0/0
24/23 AT/COMP 18/10
374/16 PASS YDS/AVG. 155/15
58/8 RUSH YDS/AVG. -66/-6
68/22 RET YDS/AVG. 119/19
432 SCRIMMAGE YDS 89
500 TOTAL YDS 208
BALTIMORE RAVENS 24 24 48
ARIZONA CARDINALS 0 7 7
1ST 2ND 3RD 4TH OT SCORE

At halftime and at the end of the game, statistics are displayed, so you can get an idea of which team may or may not be dominating the game. Press the ⊗ button to move to the next stats screen.

The second stats screen will allow you to scroll though different categories. Press the Directional button ⬅ or ➡ to cycle the categories and view the stats. Press the ⊗ button again when you're ready to return to the game or menu.


STATS
RAMS
CATCH YARDS TD YAC DROPS
M. FAULK 2 11 2 2 0
T. HOLT 9 155 0 48 0
I. BRUCE 5 90 0 30 0
K. WARNER 0 0 0 0 0
RAVENS
CATCH YARDS TD YAC DROPS
S. SHARPE 9 166 1 89 0
Q. ISMAIL 2 30 1 17 0
J. LEWIS 3 76 0 49 0
E. GRBAC 0 0 0 0 0
PASSING RUSHING RECEIVING DEFENSE

PAUSE OPTIONS



At anytime during the game, press the START button to view the Pause Menu Options. You can Quit a game in progress, adjust the Audio settings or configure your Controller (see Options, pgs. 8-9 for details on these option).

INSTANT REPLAY

After a great play, take another look using the Instant Replay option. On-screen controls display which buttons perform Instant Replay functions.

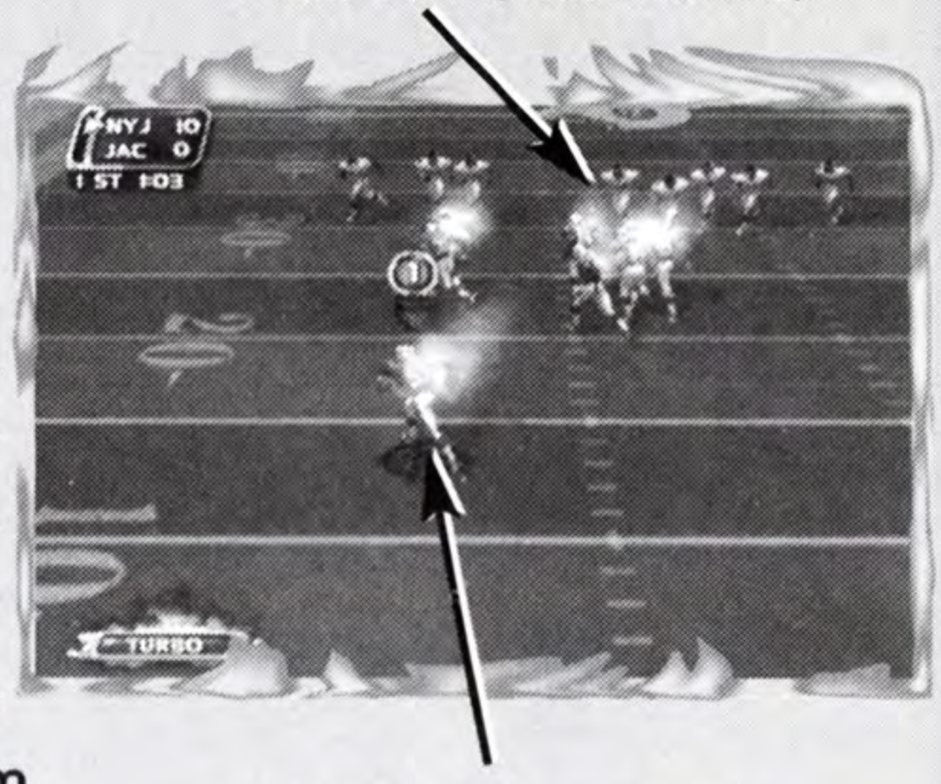
HINTS AND TIPS

ON FIRE

Like many of Midway's over-the-top sports games, you can set your players ablaze with some success on Offense and Defense.

Power, speed and success will follow your players once you achieve "On-Fire" mode. You'll catch fire on Offense when you successfully complete a pass to the same wide receiver three consecutive times.

On Defense, sack the ball carrier twice in a row behind the line of scrimmage to set your team ablaze. While on Defense, you'll remain On-Fire until your opponent makes a first down or scores.



On Offense, you'll lose fire when you fail to complete a pass, go for negative yards or miss on a 2 point conversion. Only continuous success will allow you to remain On-Fire.

THE KICKING GAME

Kickoffs are controlled by the CPU, but Punts and Field Goals are up to you. When you choose to punt or kick a field goal, the Kick Meter appears with a moving pointer. Press the ⊗ button when the meter reaches the green area to get maximum kick distance and accuracy.

THE ONSIDE KICK

Need the ball back late in the game? Press the L1, L2, R1 and R2 buttons simultaneously to perform an Onside Kick. Remember, this isn't a high percentage play. You can try it earlier in the game as well, but be prepared to give up field position if you don't recover the ball.

HIDE CURSOR

At the Play Select Screen, highlight the top left play, then press the Directional button ⬆ twice. This will hide your cursor, so your opponent can't see the play you're calling.

TURBO MAINTENANCE

Pay close attention to your Turbo Meter during a play. It diminishes fast. Don't just hold down the button, because the Turbo can't recharge until you let up on the button.

FUMBLES

You may know all the moves to gain yards, but don't do too many in a row. This will increase your chances of fumbling the ball.

CHANGE PLAYS AT THE LINE OF SCRIMMAGE

Try an audible once in a while to confuse your opponent (see Audibles, pg. 15, to find out how).

CREDITS

Midway Home Entertainment

Game Design	Mark Turmell & Sal DiVita
Production	Matt Booty, Mark Flitman, Mark Meyers & John Vignocchi
Art Direction	Sal DiVita
Lead Artist	Jennifer Hedrick
Software	James Anderson, Mike Bilder, Jon Greenberg, Michael Jones, Edward Keenan, Jared Noftle, Eric Peterson, Adisak Pochanayon, Jamie Rivett, Joel Seider, Lyman Sheats Dan Thompson, Mark Turmell & Jon Walsh
Software Support	Drew Dormann, David Horachek, Bob Kay, Kenneth Lam, Shawn Liptak, Pierre Maloka, Jay Biondo & Jim Bulvan
Stadium Models & Textures	Keith Beu, Katie Diebold, Charles Ernst, Matthew Gilmore, Andy Konieczny, Rich Markese, David Mueller, Ryan Rosenberg & Chip Sineni
Player Models & Textures	Jennifer Hedrick, Martin Murphy & Nick Trifunovic
Motion Capture Specialist	James Gentile
Motion Capture & Animation	Alan Cruz, Sal DiVita, James Gentile, Charles Ghislandi & Brian Wright
Motion Capture Actors	John Batara, Ann Bobel, Nick Choles, Alan Cruz, Tobiasz Daszkiewicz, Sal DiVita, Jim Gentile, Clara Ignich, Ramphis "Richie" Marrero, Jr., Paul Martin, Vince Pontarelli & Tracee Westmoreland
Menus	Stewart Fritz, Taaron Silverstein & Tracey Wright
In-Game FMV	Nick Choles, Samuel Crider, Adam Norton & James Rohn
Sound Effects & Music	Dan Forden
Additional Sound	Richard Carle & Vince Pontarelli
Audio Programming	Rob Martino
Testing	Francisco Aldana, Vinh Chu, Loren Gold, Eric Wackerfuss & Warren Wilkes
Midway Management	Neil Nicastro, Ken Fedesna & Elli Bennatan
Creative Media	Rigo Cortes, Max Crawford, Christian Munoz, Jack O'Neall, Chris Skrundz, Beth Smukowski, Jim Tianis, Christa Woss & Larry Wotman
Blitz Cheerleaders	Zivile Rezgyle, Mireya Rivera & Sera Termini
In Memory	Filippo S. Gentile & Aaron Parker

CREDITS

Executive Producer . . . . . .Michael Gottlieb
Associate Producer . . . . . .Ed Tucker

Assistant Producer . . . . . .Aaron Orsak

Print Design & Production . . .Midway Creative Services - San Diego, Ca.

Testing Manager . . . . . .Rob Sablan

Test Supervisor . . . . . .John Ubalde

Lead Product Analyst . . . . . .Virgilio Abad

Technical Standards Analyst . . .Adrian Castaneda, Ronald Salleza & Josh Stacy

Product Analysts . . . . . .Josh Begley, Mike Belair, Nick Cardoza, Peter Charron, Jomel Fontanilla, Jared Hamiter, Adam Jones, Kam Kai, David Lloyd, Andrew Nguyen & Erik Spoor

V.P. Marketing . . . . . .Helene Sheeler

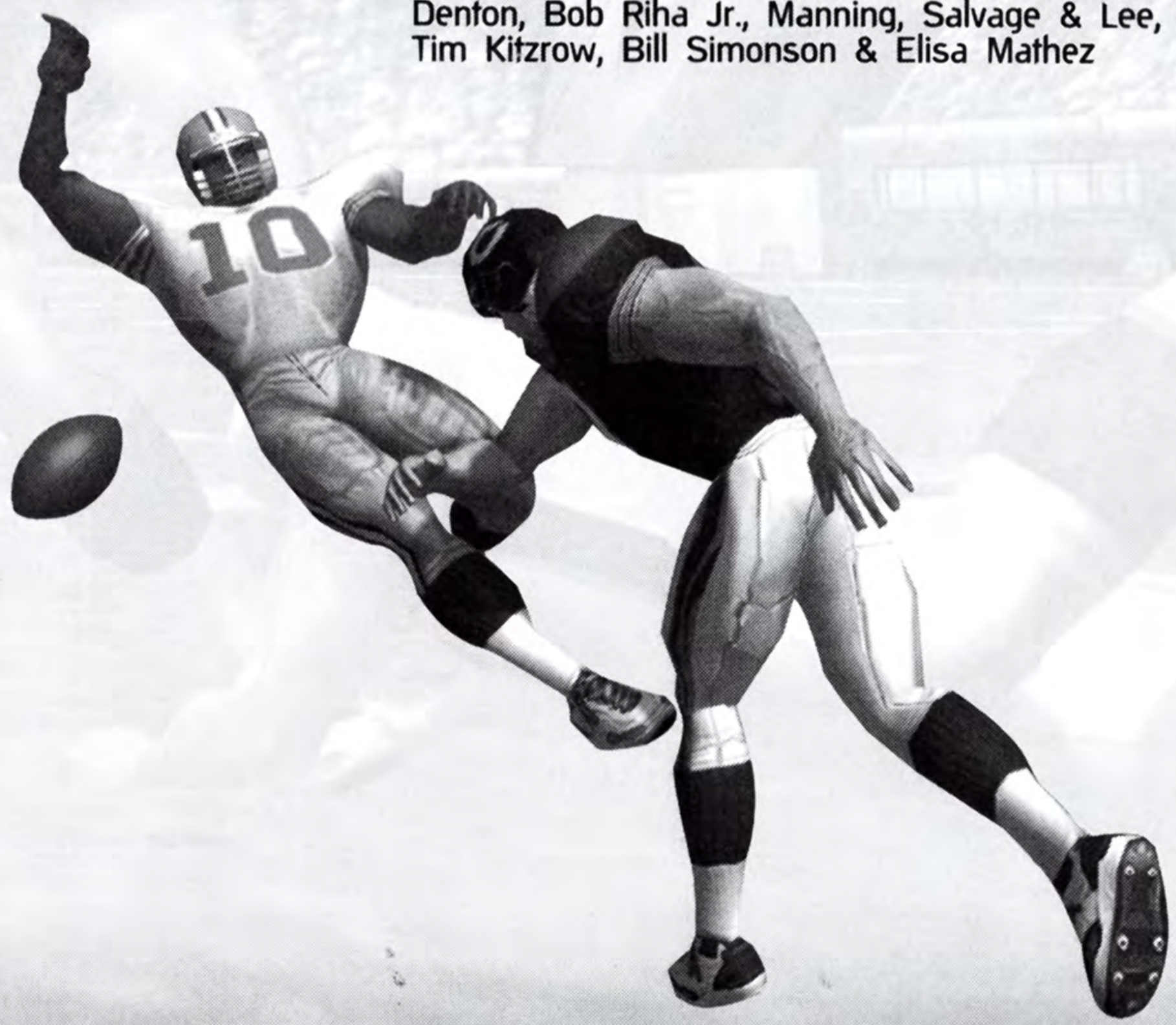
Dir. Sports Marketing . . . . . .Mike Lustenberger

Sr. Product Marketing Manager . .Tim Granich

Special Thanks . . . . . .Mike Abbot, Weston Boucher, Paul Lefevre, Chris Vine, Debra Austin, Erin Shems & Jon Mongelluzzo

Midway Legal . . . . . .Deborah Fulton, Michael Burke & Robert Gustafson

Additional Thanks to . . . . . .Charles Woodson, Methods of Mayhem, David Greenspan, Dave Pettigrew, Don Terbush, Derek Crosby, Gene Goldberg, Tim Langley, Gregg Sauter, Tirzah Orr, Lashun Lawson, Seth Wyman, Marci Ditter, Melani Windham, Ron Ludlow, Tom Taylor, Doris Lynch, Paula Cook, Diane Barton, Ann Denton, Bob Riha Jr., Manning, Salvage & Lee, Visionworks, Tim Kitzrow, Bill Simonson & Elisa Mathez



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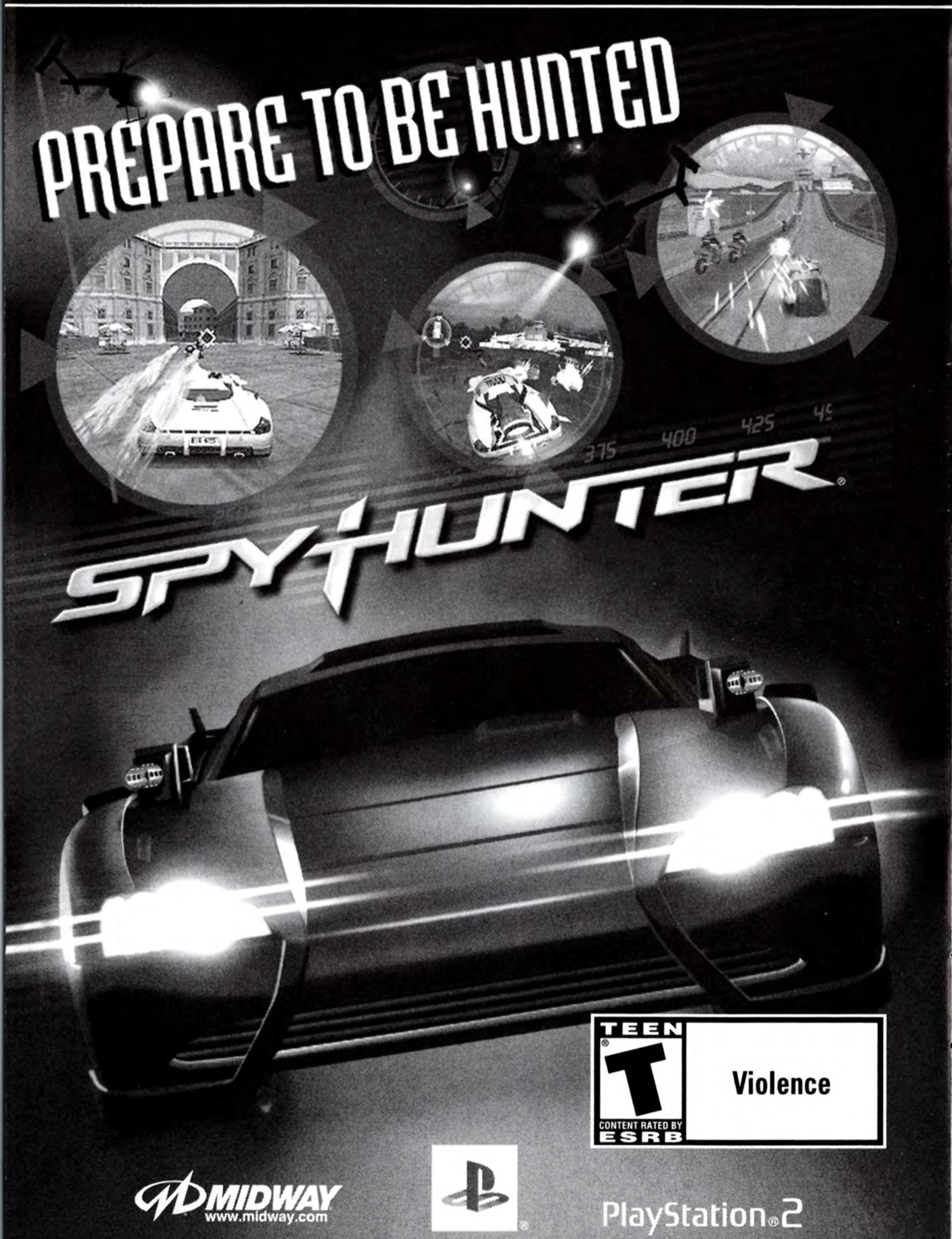

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Midway Home Entertainment Inc.
P.O. Box 2097
Corsicana, TX 75151-2097
www.midway.com

Midway Customer Support
903) 874-5092
10:00am - 6:30pm / Central Time
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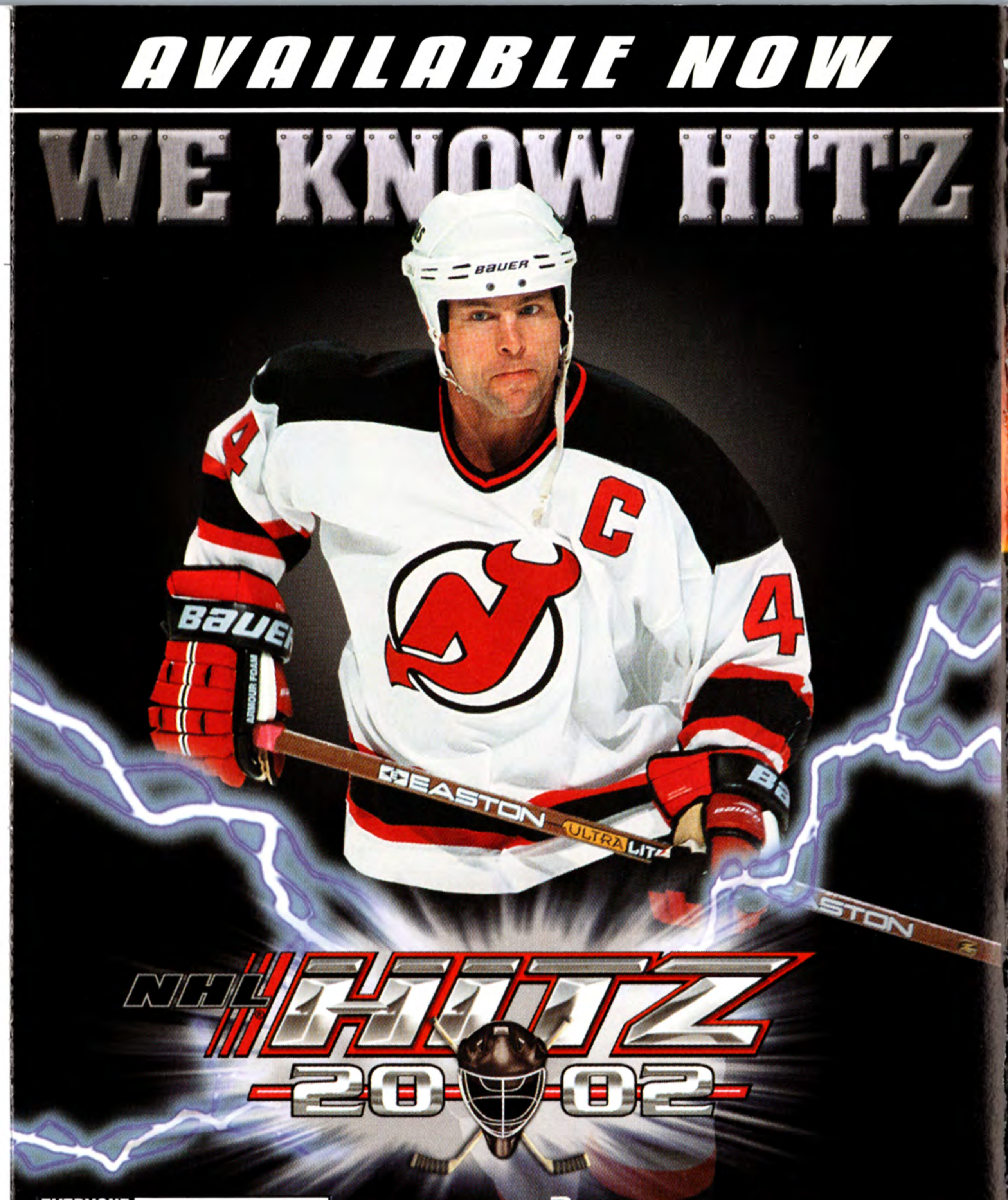

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